



THE **JACG** NEWSLETTER
JACG
THE JERSEY ATARI COMPUTER GROUP

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FROM THE EDITOR'S DESK

LONG LIVE THE ATARI 8-BIT!

Last month I related the news about how Atari Corp. had declared the "official" end of their Atari 8-bit line. Well, after gazing through the American Techni-vision Atari 8-bit Catalog, I can safely say that Atari's "official" non-support does not mean you are going to suffer very much more than you already have been if you just look hard enough. Details on the catalog are inside.

We also have an excellent write-up and interview from Joe Hicswa of our featured guest from last month, programmer Ron Fetzer. His lecture did a lot to prove how much can still be learned from the Atari 8-bits.

We have an article from Phil Greenhut about a new, inexpensive line of small business software from a company still devoted to supporting the 8-bits.

And while I still never get any ST articles from the membership, at least John Dean continues to provide folks with another six pages chock-full of new and PD ST software.

As for me, if you're wondering why I am not at the meeting today, it is because of a very important event in the Arlington household. It is my son's first day of hockey and I'm playing the proud dad today!

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CALENDAR OF EVENTS

NEXT MEETING:

December 14th, 1991

10:00 AM TO NOON

FLEA MARKET Before Meeting

Software Spectrum

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North Plainfield, New Jersey
07060

Telephone: (908) 561-8777

Hours: Monday through Saturday
10:00 am to 7:00 pm

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ATARI software and hardware at competitive prices.
Accessories and IBM software and hardware also available.

Many items sale priced - discount to JACG members.

8 - BIT FEATURE

8 - BIT VICE PRESIDENT'S REPORT *by Dave Arlington, 8-bit VP, JACG*

Hey! Elsewhere in this issue you can check out pictures from our September Family Meeting. They didn't come out too bad. I hope they come through the copying process OK.

Well, as I write this, our BBS situation is still unsettled. The old JACG number has been changed to the new one announced in last issue's newsletter, but there is still no BBS there, no matter what number you use. I recommend that all JACG members consider the officers who attended the last meeting's suggestion and use the Blank Page BBS for your JACG BBSing business. The number is (908) 805-3967 and the Blank Page has tons of message bases, tons of files, a special message base just for JACG members, and most importantly to all JACG members, it is always up and running!!!

Anyway, to continue a story from the Editor's column on the front page, I recieved a catalog in the mail this month from a member of the group with a note saying that "This should be publicized in the newsletter." Since the catalog was so good, I forgave him for not writing the article himself!

The catalog is from American Techna-Vision and they have a toll-free number which is 1-800-551-9995. In their 24 page catalog, I counted over 140 pieces of software (which was about half or more of what was listed) that was listed for under \$15!!! The entire catalog was devoted to Atari 8-bit products only. They even devote three pages to Atari 8-bit parts from memory to chips to joysticks to disk drive parts. One part about their catalog that I thought was really nice was that they include a complete compatibility chart for their software so you won't buy a piece of software only to find out it won't run on your Atari 400 with tape drive. Shipping and handling is only \$4.75 for orders under \$150. Over

that, the shipping is free.

Some of the great bargains I saw included Blazing Paddles for \$9.95, possibly the best commercial drawing program ever produced for the 8-bits. It not only has all the usual drawing tools like circles, boxes, fills, and multiple pens, but it also lets you type text right into your drawing and comes with a pre-drawn shape library.

If speed is your thing, try either Racing Destruction Set of Great American Cross Country Road Race for \$9.95 and \$12.50 respectively. Some really classic software is here too, like Seven Cities of Gold, Lords of Conquest, Dig Dug, Trail Blazer, and Pirates of the Barbary Coast. You won't find a better chess program for your 8-bit than the 3D Chessmaster 2000 program for only \$12.50!

There are adventure games you can lose yourself for months in like Alternate Reality (City and Dungeon), Mercenary, The Eternal Dagger, Wizard's Crown, Zork, or Planetfall. All for under \$15. F-15 Strike Eagle, Silent Service, and Kennedy Approach from Microprose, all brand-new for under \$9 apiece! There is three pages of educational software from companies like Spinakker and ArtWorx. Two pages of hard to find books and manuals like Mapping the Atari and Atari Assembly Language Programming Guide.

All in all, a great trip through memory lane and all still available at great prices! What more could Atari 8-bit owners ask for? Big Dave says "Check it out!".

GENERAL FEATURE

OCTOBER MEETING NOTES *by Joseph E. Hicswa, JACG*

Saturday, October 12 was a neat, Fall, Columbus Day for Jersey Atari Computer Club meeting at AT&T, BELL LABS in Murray Hill, N.J. The trip was worth it if only to breathe clear,

crisp air and enjoy pastel foliage. About 25-30 people came together that morning.

Although flea market was meager, there were bargains. A complete system for \$600 with 1-meg ST computer, 30 meg hard drive, 3.5 and 5.25 drives, color monitor, mouse, modem and software. Then there was Tom Kaptor, 617 Hanford Place, Westfield, N.J. 07090 [(908) 233-6982] selling for \$100 a complete ATR8000 printer/buffer interface with three drives, power packs, manuals etc. The ATR8000, can be memory-upgraded, operates up to 8 drives (not necessarily ATARI). "ATR8000 may be used for a BBS and is a good way to store 8-bit programs on inexpensive drives", said Tom. Call him to learn if the package is still available.

During the flea market period one member displayed a laptop recently purchased from DAMARK for \$400. It has two 3.5 drives, battery, power pack, and a DOS disk. The owner received a copy of GWBASIC plus hints and suggestions from members.

In the absence of President Joseph Kennedy, Vice President Dave Arlington opened the Question/Answer session. First was a question about SPARTADOS.X and dual density disks. One member had a problem printing a DOC that was too large for his wordprocessor. It was suggested he LOAD the program into memory, LIST half of it to disk with a unique FILENAME; do likewise with second half. Load each separately into word processor for printout. If halves are still too much for word processor, then LIST program in thirds.

There was a proposal to gather ATARIWARE donations from members and get them into schools so students, faculty and families learn about ATARI and our ATARI. Since ATARI CORP is dropping their 8-bit line, the officers felt this to be impractical. I disagree and will pursue this if any member contacts me. Joseph E. Hicswa, 23 Passaic Av. C-3, Passaic, 07055: (201) 472-5190. We will develop this

and make it happen.

Vice President Noyes opened officer nominations. Nominating committee recommendations are:

PRESIDENT	EDWARD SELVESEN
8-BIT V.P.	Open
16-BIT V.P.	JOSEPH ROBOLECKI
TREASURER	JACK RUTT
SECRETARY	SUSAN CASSEL
EDITOR	DAVID ARLINGTON (Temp.)
LIBRARIANS:	
8-BIT	SAM CORY
16-BIT	DAVE NOYES

Nominations will be reopened before November meeting elections.

TREASURER JACK RUTT gave a favorable report but was concerned about two checks for postal expenses that have not yet cleared. Postage is costly for our club. Newsletter is mailed to absent members. There you have it -- attend meetings, pick up newsletter and lower expenses. (One N.J. computer club is hanging on tooth and nail. They're at break-even point of dues and newsletter mailing cost).

8-BIT V.P. DAVE ARLINGTON expressed good feelings about September Family Meeting but was disappointed that President Kennedy failed to deliver the Grand Prize Computer System to a little boy who won it. The child returned, was full of hope and expectations only to be disappointed. (I hope Joe Kennedy delivered the prize and apologized to that youngster).

V.P. Arlington heard complaints about poor [EDITOR'S NOTE: Poor? Try NO] BBS service and neglected mailings of past newsletters. A discussion ensued about officer absenteeism and neglect of duty. Dave told us that Sam Cory's physical condition prevents him from attending meetings yet Sam provides a monthly newsletter article and 8-bit Disk of the Month.

16-BIT LIBRARIAN JOHN DEAN told us he subscribes to AIM MAGAZINE (Atari Interface Mag) for \$6 a year. If we,

as a club, wanted this publication it would cost an extra 50 cents per month added to our dues. There was no follow up on this by the membership. John also recommended that each of us personally subscribe to CURRENT NOTES which he said is "outstanding for Atari users". The Librarian said 16-bit disk #256 has a bug--the game SNOBALL doesn't load as is. Read TXT.FILE. It explains how to LOAD the game.

16-BIT V.P. DAVID NOYES showed three magazines with disks he bought at SOFTWARE SPECTRUM 386 Somerset St. North Plainfield, 07060, (908) 561-8777. Dave donated three disks of PD programs to the ST library. VP Dave described how JERSEY ATARI COMPUTER GROUP originally merged with AT&T ATARI COMPUTER KLUB (ATTACK??). This enabled us to use BELL LABS auditorium. There's no immediate need to relocate our meeting place, but Dave suggested members give consideration to another location and make recommendations to officers. (Personally I have a hearing problem so it is difficult for me to hear members in far reaches of the auditorium. I suggest a smaller meeting room or gather members into the first four or five rows).

8-BIT DEMO: MR. RON FETZER an "OL' HACKER" of Elmont, New York explained advantages of TURBO BASIC programming language. "TURBO has 42 more commands than ATARI basic. It enables 1.7k extra memory and is fast", said Mr. Fetzer who rewrote the TURBO Documentation.

Ron showed how simple it is to do modular programming with TURBO BASIC. He was well prepared. Visual props consisted of a large artist sketch pad on stage to outline steps of modular programming; his three-disk TURBO BASIC program with sample of modular programming displayed on large overhead stage screen; and a printout copy of his sketch pad outline given to each member.

Steps to write modular programs:
What is to be accomplished.

What must computer do for me?

- 1: Write outline.
List sequential steps.
- 2: Write a skeleton program.
- 3: Block off components, segments.
- 4: Flesh out the components.
- 5: LIST components to disk.

Modular programming is writing independent, mini-programs. They are chained to form a large program. Modules are named and saved as separate entities to be used in other programs. These mini units can be altered for particular needs. They enable large programs to be written in a short time.

Our guest did an outstanding job. Professional programmers in our audience were impressed. They respected his demo and modular programming method. Ron Fetzer's three-disk PROGRAMMING TOOL is in our library. Buy your's from 8-bit librarian at a meeting. (NOTE: It was mentioned that similar, commercial programs for IBM cost about \$250.) Ron ended his demo by teaching us how to make printer rulers for centering text on any size paper with any type font. After the meeting Mr. Fetzer allowed me to interview him. See interview article elsewhere.

16-BIT DEMO. ED SALVESEN entertained us with WELLTRIS by INFOGAMES. A three dimensional game with outstanding graphics in which you try to escape from a well by positioning various shaped blocks. Good ole escape artist Ed did it! He got out of that well.

DOOR PRIZES were few at this meeting. If you have something you don't use any more, bring and donate it at next meeting. Assisting Dave Noyes and Dave Arlington in distribution of the prizes were 6 year old Robert Zoppi Jr and his sister Christine. The children picked winning numbers. Robert won the Grand Prize Computer system at our Family Meeting.

See you all in December. Have a

Happy Thanksgiving.

GENERAL FEATURE

RON FETZER - AN INTERVIEW

by J. E. Hicswa - JACG

Sixty year old Ron Fetzer is married, has an adult son and traveled from Elmont, (Long Island) New York to put on a demo at October meeting of JERSEY ATARI COMPUTER GROUP in the AT&T BELL LABS auditorium, Murray Hill, N.J.

Mr. Fetzer taught mathmetics in New York City Junior High School for thirty-two years before retiring. Ron learned computers when they came to school. "You're our math teacher, computers crunch numbers, you got it!". The first class computer was APPLE. Ron Fetzer knew nothing about computers. There was no software to help him. He read the manual, got a book on constructive programming and taught himself. Ron told me. "That's how people (adults) learn. They teach themselves." He wrote educational programs for his math students. Later the class got a Radio Shack and IBM. He read and became adept with them also.

One day at a computer fair he saw the ATARI 800 and immediately recognized the fantastic capability of ATARI's screen editor. "I gathered up \$800 for the unit plus extra for an 810 drive and monitor. ATARI is the best computer value money can buy". The cost drained him so he could not afford software. Again he studied manuals and practiced.

Many IBM commands are similar to ATARI so transition was not difficult. In a short time Teacher Ron was making giant programming steps with the ATARI. His class programs enraptured students. They did not want to leave the computer, even after the bell rang. They WANTED to come to school, to Math class!.

Ron wrote a database for class

records and student grades. Eventually he professionalized it, named it TEACHERS TOOL BOX and put it in the ATARI 8-bit public domain. It does records for a teacher with ATARI computer: Grades, Attendance, Assignments, Homework, anything a teacher needs or wants.

Another of his reknowned works is DOC.PRO published in ANTIC magazine. It prints documents in a format designed by the user: Up TO 80 or more characters wide; pages of any length with one, two or three columns per page.

Ron Fetzer is Treasurer/Secretary of Ol' HACKERS ATARI CLUB in Oceanside, New York. There he learned about TURBO BASIC. The program is Public Domain, originated in Germany, written by Frank Ostrowski. It was brought to America by the Western New York Atari Users Group and roughly translated from the German documentation into English by Dave & Laura Yearke of the Western New York Atari Group. [EDITOR'S NOTE: Ye Olde Editor who an officer of that group at the time has the distinction of being one of the first people in the USA to get his hands on TURBO BASIC. Boy, were we excited when we realized what we had in our hot little hands!!]

Ron Fetzer felt the translation could be improved. He set aside six months of his life to rewrite that document. It is part of his PROGRAMMERS KIT. The kit teaches sorting, string arrays, matrices and other nice things that can be done with TURBO BASIC. (PROGRAMMERS KIT is in our JACG 8-bit library).

Ron stated that kids in school need and should have computers. Students want computers, they enjoy working and programming. Computers do the greatest teaching job in the school system. Computer kids are not problem kids. They learn and want to learn more.

Ron enjoys programming; has an 800XL and two 130XE's at home. "With

SPARTADOS X cartridge, an ATARI 8-bit is like IBM without the IBM price".

When asked about the ATARI 8-bit sell-off in Chicago. Ron responded, "It's a big mistake. Eastern Europe, South America, Third World countries and poor schools can't afford expensive computers. ATARI 8-BIT is affordable. There is a market for some manufacturer who picks up the ATARI 8-bit license."

Ron is a dedicated ATARI user. People like Ron keep ATARI 8-bit alive as the rest of us survive. Mr. Ron Fetzer is the type of person I would like to be: a warm personality willing to share with the world to make it nicer, safer, better. I hope our paths through life cross again. He's my kind of man.

GENERAL FEATURE

POTPOURRI

by Ed Salvesen, JACG

Let's start with an observation concerning the ATARI SX-212 modem. Joe Hicswa's October article relates that DAMARK was offering one for \$19.99!! That's incredible! It's 1200 baud; it's IBM compatible as well as HAYES compatible; and, it has both RS-232 connection AND direct ATARI SIO 8-bit ports so it works without ANY interface! It's the only modem I own (or need) for my ST or XE computers!

It does NOT come with any RS232 or ATARI SIO cables, however. You must buy them yourself as well as a modular telephone connection, but these babies sold for over \$100 earlier. If you don't have a modem and you let these slip by you, then you're making a big mistake! I repeat; These work also with IBM and IBM Compatibles!!

Then, why are they so cheap? Because they are only 1200 baud. If you plan on downloading massive amounts of files from numerous BBSes, they will keep you on the line somewhat longer and help pay the rent on our meeting

hall! For \$20, it's worth it!

I have not been able to participate in the Questions and Answers since becoming assistant to the assistant 8-bit librarian, but I heard someone wanted to see an example of graphics printing from user input.

Whichever printer you use, it must be capable, to begin with. More, you must write a screen dump routine (or get one from our PD Library!) for THAT particular printer! The printer I own is a C.ITOH 8510 Prowriter and, quite by accident, I came across the book, ATARI BASIC, FASTER & BETTER by Carl M. Evans in which he wrote a screen dump for HIS C.ITOH 8510 Prowriter!

I will produce an example of a Graphics 8 screen dump and reveal how long the printer took to make it when we meet in December.

690-JACG (690-5224) is NOT a 908 number according to my phonebook. 690 is a metro Newark (201) exchange which fits with the club's (metro Newark) address. [EDITOR'S NOTE: As pointed out earlier in the newsletter, as of 11/1/91, our BBS still was not operating at this number or any other number, for that matter.]

At this point, many of us are ready to dial the Fiji islands if it'll get us back to our BBS! I would surmise that the membership drop-off reflects the problems we have encountered in 1991. I fervently hope we turn this around, SOON!

Darryl Yong replied to my query regarding his PD TETRIX, currently making the rounds in ATARI circles. He had good news and bad news....

First comes the good news; TETRIX 1.2 corrects the instantaneous drop

problem with a flair! The spacebar stills performs instantaneous drops when your piece is directly over its intended position, but now the joystick performs a 'speed fall' much the same as the original NINTENDO version.

Mr. Yong says, "I'm almost positive that the latest version of TETRIX is available on ACCESS BBS in my area: 1- (916) 428-8662."

Now, for the bad news: The maximum score of 65535 will not change, probably ever! I'll let Daryl say it:

"As you might know, ACTION!'s basic data types allow only up to CARDinal values, or 2-byte length values. This interprets to a limit of 65535 into any CARDinal data type. At first, I had never envisioned anyone scoring so high -- and that's why I didn't bother to do anything about the limit. The alternative would be to use other non-standard data types, which would be quite difficult and troublesome to implement. (Not to mention the speed decrease that would be almost noticable!)"

Mr. Yong has shunted his ATARI to the sidelines to make room for his new IBM system so it appears as though another fine contributor of ATARI programming has 'dried up'! The remaining ATARI community needs each other more than ever, now! Please, PLEASE, keep that in mind!

So, now you have a goal of sorts. Don't bother going past 65535 on TETRIX or TETRIX 1.2! For the great percentile, that is not a problem!

Write down those ideas!! See you at the next meeting.....

8 - BIT FEATURE

LABELMASTER AND MULTI-COLUMN LISTER *Reviewed by Phil Greenhut, JACG*

Published by Black Moon Systems,
P.O. Box 152, Wind Gap, Pa. 18901

This relatively new program copyrighted for the eight bit in 1990 is fantastic.

LabelMaster is designed to make six line labels and print them out in a variety of formats. The first five lines will print automatically but you can hide the sixth line if you want it for phone and fax numbers.

It is easy to use. If you use DOS 2.0 or 2.5 you can put 64 names and addresses on a disk. If you use Sparta Dos X and maybe some other advanced DOS you are in for a treat as you will have practically unlimited name & addresses on one disk by using sub directories.

Your work screen has a label size box right in the middle of the screen. You type in your label any way you want. In fact it can even be in a format that has nothing to do with addresses like video labels. Then just save it to Disk. You may edit old labels and add new ones when you wish.

You can then print out one or more label at a time. Or you can print out one label for any number you desire. Like 250 of your business address etc.

Multi-Column Lister gives you a wide range of choices to print out a list of Names and Addresses with all six lines so you can have phone numbers.

There are built in adjustable default values so you can set this up for any printer and any type of set up you want and not have to reset them everytime you turn on your computer.

These two programs are by Ben Martnick. Their author should be commended on what has become my second best 8 bit program after Word Magic. Everyone should use both these programs.

The price is a reasonable \$10 and you can get Black Moon Systems complete business system for \$29.

If you need any information please call me at 201-992-H8 r 201-992-0332.

EIGHT BITTERS WATCH FOR AN IMPORTANT ANNOUNCEMENT REGARDING WORD MAGIC, SPELL MAGIC AND GRAPHIC MAGIC VERY SOON!!!

WANTED WORKING 130XE and 850 Inteface. PLEASE CALL Phil Greenhut 201-992-4928 or 201-992-0332

8 - BIT FEATURE

SAVING A GLITCHED TEXT FILE by Joseph E. Hicswa - JACG

A text file written with First Xlent WP was saved to disk. It wouldn't reload. I found a way to recover it. This is what happened.

Several pages for a newspaper article were written and saved to disk. Later, only the first two lines would load into word processor and appear on screen. There was an ERROR code - 144.

What happened??? Everything had to be there. DIRECTORY showed it occupied 24 sectors. Several attempts were made. It was always same stop, same ERROR.

My system consists of ATARI 65XE computer, color T.V. monitor, 810 & 1050 drives. The 810 is #1 drive.

To inspect file I had to find its disk location--sector & byte. This is how:

```
OPEN #1,4,0, "D1:FILENAME":NOTE  
#1,S,B:PRINT S,B:CLOSE #1
```

The S & B numbers were recorded.

A program was written to learn which Sectors/Bytes would print on screen.

```
10 OPEN #1,4,0,"D1:FILENAME:POINT  
#1,S,B:OPEN #2,8,0,"S:";REM file is  
opened to be read; S & B are starting  
Sector and Byte; S: is opened for
```

screen write/display.

```
20 TRAP 100:REM catch END OF FILE  
or other errors.
```

```
30 GET #1,A:NOTE #1,S,B:PRINT  
#2,CHR$(A);;REM get a Byte from file  
NOTE its position, show character on  
screen.
```

```
40 GOTO 30:REM get next character.  
100 PRINT #2,S,B:CLOSE #1:CLOSE  
#2:END:REM ERROR occurred. Print S & B  
of last Byte, Close channels.
```

CAUTION: DO NOT RUN PROGRAM! Use GOTO 10. RUN reduces variables S & B to 0.

This worked. The first two lines of the article were printed on the screen followed by the Sector and Byte numbers. I did not call up the error number-- PRINT PEEK (195).

The S & B numbers were recorded. B was increased by 1. B=B+1. Followed by GOTO 10.

If B was 125, it was reduced to 0, B=0. (A sector holds 125 position bytes plus 3 information bytes for the Operating System). When B was made to = 0, S was increased by one. S=S+1 then GOTO 10.

I adjusted B or S by one until screen printing reccured or END OF FILE was reached. I recognized the end of my article. The entire article was displayed piece meal. If it would transfer to another disk, the gaps could easily be filled. This is what I did.

A formatted disk was put into drive #2. An empty file was established with:

```
OPEN #2,8,0,"D2:FILENAME":CLOSE #2.
```

In line 10, OPEN #2,8,0,"S:" was changed to OPEN #2,9,0,"D2:FILENAME". NOTE: 9 appends a file without overwriting the contents.

Line 30, PRINT #2,CHR\$(A) was changed to PUT #2,A (Characters from my file would be transferred to another

file on a disk in drive #2). S & B were given their starting numbers S=n:B=nn. Then GOTO 10

To my amazement the entire article was transferred to disk in drive #2 with no breaks--all in one shot. When new file was loaded from #2 drive into my word processor, it came through strong and clear. It was recopied to disk in drive #1. There were no problems.

I don't know why the file transferred between disk drives without incident and not to the screen (previously). Perhaps you who have read this have a possible explanation. The above procedure may or may not help with PROGRAM files. It's worth a try. Glitched programs take up space on a disk. If you're successful, let me know about it via this newsletter.

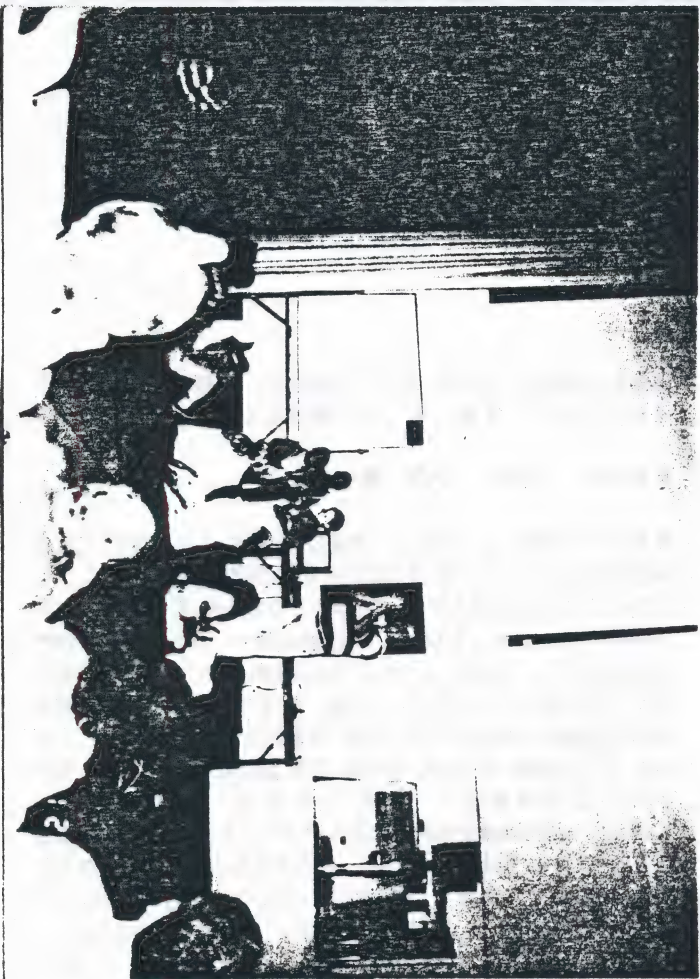
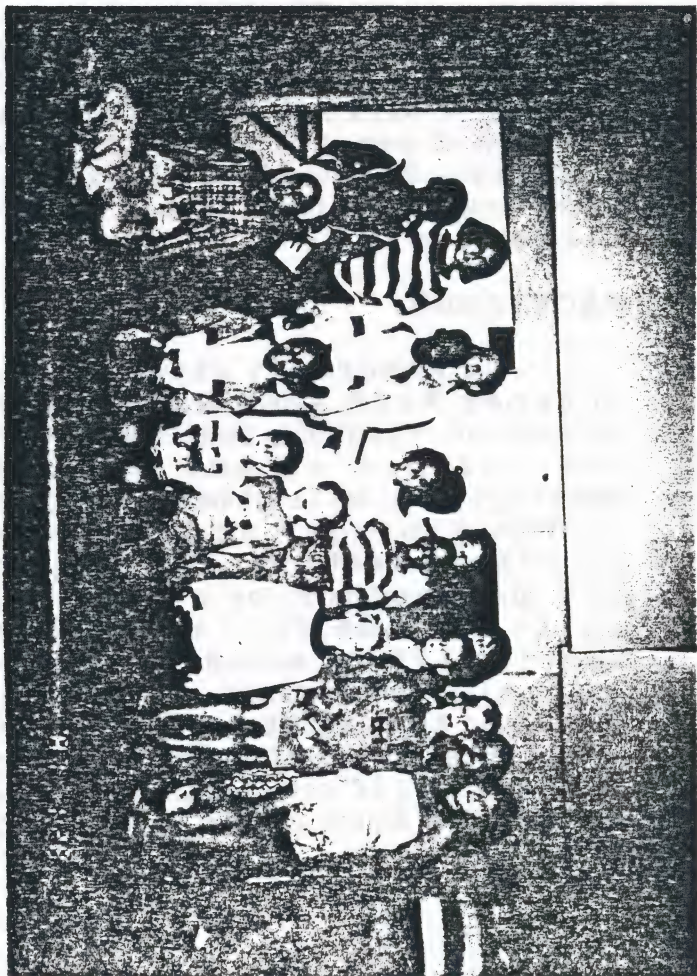
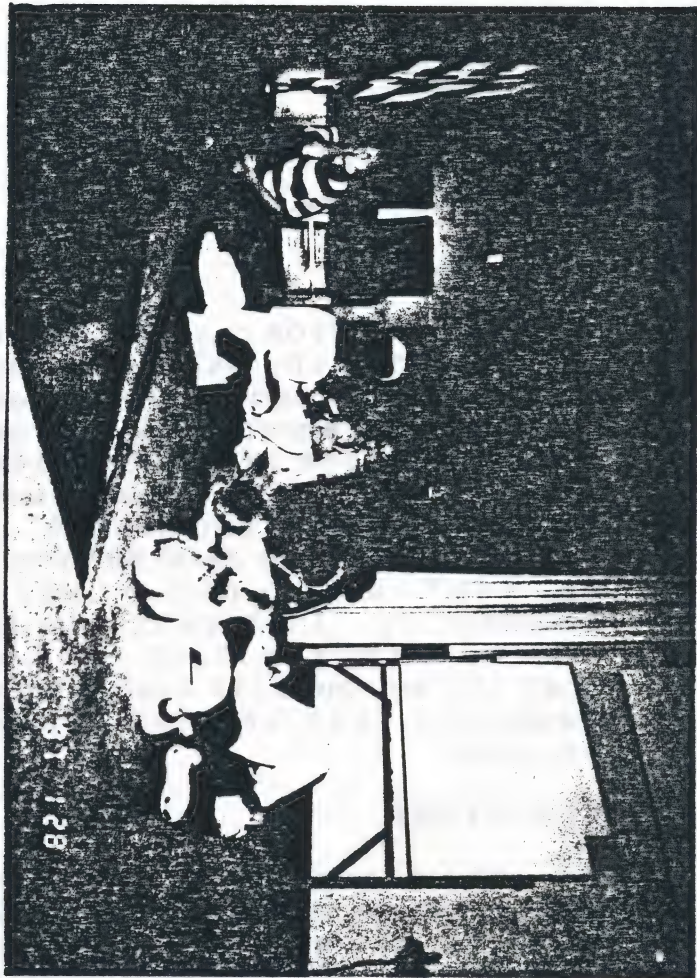
COLLEGE ENTRANCE EXAM ANSWERS by Bill Schroth, JACG

A series of word problems was presented on the inside back cover of the August 1991 JACG Newsletter, entitled "College Entrance Exam" and it is reproduced below. My best-guess answers are enclosed. If you have better solutions, please let me know what they are.

College Entrance Exam

1 SAND	2 MAN BOARD	3 STAND I	4 R E A D I N G
5 WEAR LONG	6 R ROAD A D	7 T OWN N	8 CYCLE CYCLE CYCLE
9 LE VEL	10 0 N.D. Ph.D S.S.	11 KNEE LIGHTS	12 II OOO OO
13 CHAIR	14 DICE DICE	15 T OUCH	16 GROUND FEET FEET FEET FEET
17 MIND MATTER	18 HE'S/HIMSELF	19 ECNALG	20 DEATH / LIFE
21 G.I. O.O.S.	22 PROGRAM	23 C LOUSE	24 J U YOU S ME T

1. sandbox
2. man overboard
3. I understand
4. reading between the lines
5. long underwear
6. crossroads
7. downtown
8. tricycle
9. split-level
10. zero degrees
11. neon lights
12. circles under eyes
13. highchair
14. paradise
15. touchdown
16. six feet under ground
17. mind over matter
18. he's besides himself
19. backward glance
20. life after death
21. G. I. overseas
22. space program
23. see-through blouse
24. just between you and me



Noise from the Vice-President
16-bit (ST)
- D. B. Noyes, JACG

JACG BBS

I got a call from our President, Joe Kennedy, the other day; and two items of good news emerged. First and foremost, Joe, who had been in and out of the hospital with a combination of maladies, was on the mend; and second...I was told that the JACG BBS would be "UP" at a new number-momentarily. I'm sure that we are thankful for the first, and hope that the second will assure those doubters that the JACG still exists!

ELECTIONS

This (November) is the meeting where the officers for the next year are chosen. It seems as difficult with 100 members as it was with 600 members to get a full slate of dedicated leadership. I personally do not intend to "run" for elected office ("if drafted, I will not run, if elected I will not serve"; isn't that the statement?), however, I will be serving as the 16-bit Disk Librarian.

WACE SHOW

Joe Roborecky attended the October WACE show down south in Reston, Virginia (which explains his absence at our October meeting!) and will give us a report on the "doings" at this (the November) meeting. Contrary to the perception one may have gotten at the JACG September meeting (25 attended), ATARI is still alive at various spots within the United States! Not to mention Europe, of course, where it appears (if one reads the U.K. magazines such as ST Format, ST

Action, and ST User) that ATARI 16-bit is a viable system.

From the PD World

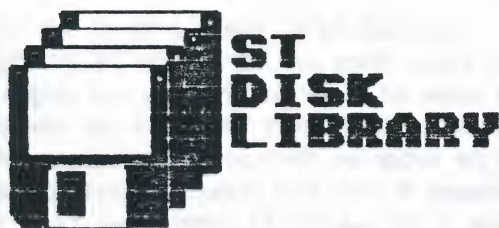
As usual I will have at least two double-sided disks of the latest PD and Shareware downloads for John Dean...actually soon to be for myself, for inclusion in the JACG ST Disk Library. If you come across any PD or Shareware file or files that you think should be included in the large, comprehensive, and (still) growing ST Disk Library, please get them to me via disk (to my home address: 3 Ann Road, Long Valley, NJ, 07853-9614), or to the appropriate area of the BBS via modem (since the BBS has been relocated...my next article will be more specific relative to the upload area for ST files.

More (again?) PET PEEVES

I have been a loyal COMPUSERVE member for several years now. As a member, I get their monthly publication, COMPUSERVE MAGAZINE. Beyond mentioning (on a monthly basis) a single popular download from the ATARI ST PRODUCTIVITY FORUM AND the ATARI ST ARTS FORUM the magazine is essentially mute on the ATARI. Over the years I've seen but a few ATARI related Letters to the Editor (and most of them complained about ST coverage). It's a bit strange...because the ATARI areas appear to get considerable usage...sic semper Atariensis?

... 'til next month...

...Dave Noyes



JACGLSEA.258

This is an UTILITYdisk

ATARI.APP These two programs are from Atari Corp. **NOROACH.PR**G - **NOROACH** allows you to set the length of time TOS will wait before trying to boot from the hard disk on a Mega STe or TT. For ST, Mega, and STe owners, it also has the useful side effect of guarding against floppy disk viruses. **NOROACH** also lets you load a custom icon to display at startup. Several custom icons are included in the archive, many of which can be used in your **DESKICON.RSC** file if you have a Mega STe or TT and know how to use Resource Construction Set. L-M-H

PRGFLAGS.PRG The next generation of **MAKEFAST**, **PRGFLAGS** lets you set three program flags (Fast Load, Run in TT RAM and Use TT RAM) so your programs will load faster (TOS 1.4 and higher) and run in and use the faster TT RAM (if you have a TT). M-H

DCLITOFF.APP Are you getting tired of booting up without a floppy disk and having the drive light stay on and the motor spin away? Here's the solution to all your worries: **DC Light OFF** deselects the floppy drive. This program is also useful for those times when the floppy drive is left "dirty" after running an application.

DCMOMETR.APP This program lets you find out how far your mouse cursor has travelled during a session. The supplied **CPX** gives a readout in inches representing a mouse tripodometer. NOTE: To utilize the **CPX** file you must have Atari's Extensible Control Panel. See Xcontrol's supplied documentation for installation, use, etc.

DCMSAVER.APP This program is sort of a third generation derivative of an earlier program, namely **DC Homey**. **DC Homey** centers the mouse cursor on the screen. Some people complained about this being useless (others found it very useful, go figure) and suggested we write a program that would turn the mouse on or off with a keystroke.

And then there was **DC Mouser**, and it was good, but some people found it useless also, and this was

bad. Then several people suggested that we write a program that would turn the mouse off after a certain time of no mouse activity, then turn the mouse on with mouse activity.

And, so, we give praise to the birth of a third generation Homey. :-)

DC Mouse Saver will turn the mouse off after a defined time of no mouse activity, and turn the mouse back on with any mouse activity.

DCRUNREZ.APP Ever get tired of having to change screen resolution to run a program? **DC Run Rez** will automatically switch to the selected rez before running the target program and then if the program has an exit [yes, some actually do ;)] it restores the color palette and screen resolution before exiting.

DC_MWRAP.APP **DC Mouse Wrapper** will 'wrap' the mouse pointer from one screen edge to the other. So now, go off the left edge of the screen, and the mouse shows up on the right side!

DSX_110.APP **DSTAT-X** is a program that can be used to do a quick "Show Info" of a drive connected to the Atari ST/e/TT computer. It gives information on:

- o the volume name of the disk.
- o whether or not the disk has an executable boot sector or not.
- o the OEM identifier (i.e. the name of the company who makes the software you formatted a hard disk with.
- o the number of sides on the disk.
- o the number of bytes per sector on the disk.
- o the number of sectors per track on the disk. (NOTE: Hard disks may return a 0 here)
- o the number of sectors per cluster (usually 2).
- o the total number of clusters on the disk.
- o the total size of the disk in bytes.
- o the amount of free space on the disk in bytes (this is what everyone will "really" want to know...<grin>)
- o the amount of free space on the disk as a percentage of the total space on the disk.

FIXES_91.APP **Cons-Fix** fixes the QuickST /TurboST redirection error. With these software-blitters installed, **GEMINI** or **NeoDesk** can't redirect the output from other programs into the console-window or into files.

NEW DISKS IN THE JAGG ST LIBRARY FOR NOVEMBER 1991

TreeView is a program which displays directory tree of a drive in a nice graphical way. It is possible to install TreeView as an Accessory or run it as a normal program. Just change the extension of the file accordingly. When installed as accessory TreeView is capable of communicating with Gemini (Gemini versions higher 1.1).

In all TOS-versions (except the BlitterTOS 1.2, KAOS-TOS 1.2, KAOS-TOS 1.4x and the new TT-TOS versions) is a bug in the 'v_opnwk'/'v_opnvwk' functions. The list of vdi-workstations is internally managed in a linked list. The error occurs if a 'gap' appears. Afterwards all newly opened VDI-workstations are inserted in the wrong way into this list and get the same VDI-handle. VDI-FIX removes this bug. It hooks into the 'v_opnwk' and 'v_opnvwk' call and rearranges the internal list after a VDI-workstation is wrongly inserted.

FIXQUEUE.APP If you downloaded the original PATCH302.ARC you might have had one of the bad "Printer Queue"s that could not print. This version of the NeoDesk 3.02 .ACC file fixes that problem.

FMC.APP The ST's operating system caches disk information. It detects floppy disk changes by watching the write protect line. If it hasn't detected a floppy disk being removed, it will use the directory information in RAM. Some computers have faulty write protect lines, and do not detect when a disk is removed. This is quite dangerous, as your disks may become corrupted if you read from a disk, replace it with a different one, and write to that disk drive. You can tell if your ST has this problem by opening a DeskTop window, replacing the disk with a different one, and pressing Escape. The window should be updated with the contents of the new disk. Anyway, this program will "Force a Media Change", meaning, in essence, that the ST will always read from a disk before writing to it. The program will take up around 1K of RAM, and may be placed in an AUTO folder. If you want to use this program as a (temporary?) solution, be sure ALWAYS to run it before doing any disk I/O.

FUNKALRT.APP This is a tiny program (it uses less than 1K when installed!) that assigns the buttons in GEM alert boxes to the function keys F1, F2, and F3! This means that any program that calls the GEM AES form_alert() routine (i.e. almost every GEM program) now has built-in, easy to remember "hot key" equivalents for its alert box buttons!

HPDESK2E.APP With this program you are able to change the options of your deskjet 500 printer. You can choose bold, underline, horizontal or vertical printing, the font and character set you want to use, lines per inch and the height of the character set, the margins and you are able to print ASCII-textes and

images with this program. There is the possibility to start the program as accessory or as program.

MBOOK.APP Make*A*Book will take ASCII files and turn them into book form by printing sideways on a sheet of paper and printing two pages on each side. It will properly sort the ASCII file and place it in the right order so that once printed, you simply fold the sheets in half and presto, you've got a book. These are a lot easier to store and keep track of than having reams of single sheets of paper. Make*A*Book works well in both Monochrome (640X400) and Medium (640X200) ST resolutions.

MCLOCK.APP MCLOCK is yet another corner clock which serves two main purposes: It doesn't use Line-A, but writes directly into screen memory. This way, you can use it with the blitter on a Mega without interference. In addition to being able to display the time in 12 and 24 hour formats, MCLOCK can display it in a 100-hour format (actually, 100-hur format), where each hur is 1/100 of a day. The clock simply tells you how many hurs (up to three decimal places) have passed since last midnight. For example, 50.000 is 12:00 noon, and 75.000 is 6:00 PM. One hur equals exactly 14:24 minutes, and one thousandth of a hur equals exactly .864 seconds. The Metric mode of MCLOCK is made to demonstrate this new system of measuring time. The accompanying program HUR-CLOCK.BAS, which runs in Omikron BASIC, demonstrates such a clock in the analog format.

MRKEYPAD.APP Mr. Keypad is your personal aid for practicing to use the numeric keypad. A scrolling list of numbers in the middle of the screen during execution, and a screen-full list of percentages, statistics, ratings, and even advice from Mr. Keypad himself. What he tells you totally depends on your progress. This program is very addicting for people who do a lot of data entry or need to be doing a lot of data entry. SM-H

SNAPIT.APP Yes folks another screen grabber for the Atari ST. Why (you might ask) would anyone want this one? Some screen grabbers install as desk accessories and may only be used when you have access to a GEM Menu Bar. Other screen grabbers replace the Alternate-Help screen dump and can not be disabled without rebooting the computer. The advantage that Snapit has over the other popular screen grabbers is that it replaces the Alternate-Help screen dump, so a menu bar is not needed, and the user has the ability to turn on and off the grabber feature when they choose, without rebooting the computer.

SNAP_3_0.APP SNAP 3.0 This program is a terminate and stay resident (TSR) program that can be used to replace the normal ALT-HELP function. The

program has the capability of saving the current screen displayed as a Degas format picture or printing the picture as per the normal ALT-HELP function. When you press ALT-Help a your screen will be saved in memory and you will be prompted for a file name or an '#' to print the picture. If no path is given with the filename it will default to the last drive accessed. This may cause problems if you have a game disk in the drive. This program is SHAREWARE by Mark Overgaard.

SLNGSHOT.APP SlingshoT(tm) V1.11 (c)1991 Artisan Software. Shareware. Written/Compiled in GFA Basic 3.5 SlingshoT is a versatile program launcher. Users will find SlingshoT easy, fast, practical and efficient. The object of this program is to place it in a readily available position on your hard drive or boot disk. When run (by double clicking on SLNGSHOT.PRG), the program will look for a file on the current drive which was created by SlingshoT during an earlier session. If no such file exists, SlingshoT will poll your current directory for up to 12 .PRG files and display them. You may run any of those programs directly simply by pointing and clicking on the associated letter or by pressing that same letter on the keyboard.

JACGLSEA.259

This is an APPLICATION disk

DBLIBV10.APP This is the ultimate in disk cataloging and label printing programs. It's a full database and allows you to sort your disks by Title, Category, Publisher, Date of purchase, Source of software, Disk number and comments. It is offered as shareware, and requires a \$10.00 registration fee. Registered users will receive a fully implemented version, and will be eligible for limited printer code modifications, updates, and consideration of special requests. MH

DIRLABEL.APP This program is a simple disk labeler that asks you to insert a disk and then runs through the directory asking which files you wish print onto the label. This program is designed to work with 3.5" disk labels on tractor feed. These are available from any larger computer store with a large selection of computer supplies, or from the JACG ST disk librarian.

ETASTRO.APP Astro-Analysis is a program that will print on the screen or printer a complete description of all the signs of the zodiac, plus a lot more on astrology. A must for Astrology fans. M-H

POSTAL22.APP PoSTAL v2.2 The postal abbreviation/zip code finder for Atari ST series computers. Copyright 1989,1990,1991 Do Not Stamp Software.

PoSTal is very easy to use. All the instructions you'll ever need are contained within the program itself. Just type "info" at the program prompt for operating instructions. Note that PoSTal will operate as either a desk accessory or program. Rename the file to .ACC or .PRG/.TOS as appropriate to your needs.

TALKER.APP Talker is a TEXT file reading program that uses an external speech synthesizer (SPEECH.TOS). SPEECH.TOS must be in the same folder as TALKER.PRG. The speed of the voice may be adjusted by clicking on the arrows on either side of the current speed display. The pitch of the voice is adjusted in the same manner as the speed.

TV_RADIO.APP Consists of three programs for our electronic/ham users from Thom Rechak. All work in L-M-H HFPROP - This program will tell you the maximum distance between a transmitter and a receiver taking many many things into account. To a HAM, it is pretty self-explanatory. All HAM bands are covered. FINALLY something new for Radioheads on the ST! TV_DIR - Even if you are not into radio, you can still find this one interesting. This program will output the following information about ANY television or cable channel: Frequency range of the channel, Picture carrier frequency, Color carrier frequency, Sound carrier frequency, Local Oscillator frequency and Image range frequencies. It is pretty unique as far as ST programs go. VHFPROP - This program is a companion to the HFPROP program. Together, both allow one who is interested in this sort of stuff (i.e. HAMS, SWL's, scanner freaks, etc.) to cover just about all of the frequency spectrum that they might need.

UT_BILLS.APP Utility Bill Journal, version 5 is an application to help you keep track of your utility bills. P/D from Michael J. Sterenchak. M

JACGLSEA.260

This is an APPLICATION disk

CHEKBOOK.APP This is an update to .202 Chekbook is an aid in getting today's complicated checking account under control. Chekbook automates this process. All entries are automatically sorted by date so they may be entered in almost any order. The date when an item clears the bank is also entered. This date allows Chekbook to show not only the 'real' balance for a given date but also what the bank thinks you have due to items that have, and have not cleared. Also the last date when there was an agreement between these two balances is calculated. Chekbook defaults to Epson/Star printer codes, but

NEW DISKS IN THE JACG ST LIBRARY FOR NOVEMBER 1991

allows for entry of different codes that can be saved, and auto loaded when Chekbook is run. M H

EARTRAIN.APP Ear Trainer is a program to help young (and older) music students to gain the ability to easily recognize and name the musical tones they hear in scales and music. This is a very handy talent for music appreciation, composing and improvisation. While this program is more of a drill, it plays sort of like the game 'Simon', just a lot more different notes to remember. It will drill you in 4 different scales in any key you desire.

JILCAD2D.APPA valuable drafting tool: you can create, measure, dimension, save, and restore drawings using JIL's unique interface. You can also make and use screen dumps, figure libraries, and parametric macros, just to name a few applications. System requirements: monochrome only, double-sided drive, at least one megabyte of RAM.

Includes MONOVUE.PRГ - a short slide show presentation of the JILCAD system components.

JILCAD's features include: 3D wireframe modelling, 2D drafting, IGES and DXF file compatibility, HP-GL and Houston Instruments plotter support, automatic / associative dimensioning, figure libraries, construction planes, 32000 layers, 16 bins, parametric macro programming, expression calculator, vector analysis, user-definability, dynamic menuing, instant icon access, icon pads, mouse strokes, on-line help, high precision (floating point) database, and MUCH more.

METNET.APP The METNET CONVERTER program performs unit conversions between the United States System and the International System of Units (SI), metric practice. Conversions are performed for nine (9) different categories of data types. This file contains both the program and desk accessory versions of the conversion utility. LMH

ST_CAD.APP ST Cad is a Computer Aided Design program, which uses the computer as a standard drawing board for designing purposes. ST Cad is not a painting program such as DEGAS of NeoChrome, since it does not use the screen memory for restoring data (Raster graphics). ST Cad stores the graphic data in a special way, and can redraw it every time you would like it to.

ST Cad enables you to draw lines, frames, points, circles, ovals, arcs, add text, and much more. You can use up to 5000 points in your design, and up to 2500 layers (or different frames).

ST Cad works on any ST Computer, a 1040ST and a 520ST without Tos in ROM as well. It works in all resolutions, but is preferred on High resolution / Medium resolution.

JACGLSEA.261

This is an APPLICATION disk

BOWL501.APP This is a new and improved version of 'The Bowling League Secretary.' The program was designed to keep stats for a 1-40 team, 1-60 week bowling league. The program allows for 4 different methods of handicapping, different formulas for men & women, roving subs and much more. Updates JACG_LIB.083 M-H

COMCO100.APP Computer Morse Code (CoM-Code) version 1.0 Copyright (c) 1989 by Bill Penner, WB7DPF. This program was written to be a code practice tool for learning morse code or improving your code copying abilities. This program will send text from a file or can create random code code groups. A simple editor is provided to allow file editing from inside the program, even while code is being generated. The code word and character speed can be adjusted. The speed may be changed between 1 and 200 words per minute. If code is being generated, the code speed will change in accordance with commanded changes.

FINELINE.APP Designed expressly for drawing fine lines and curves with an optional distinctive sharp appearance. This program also includes other painting features, and an easy, unobtrusive menu design. By Arie Berman. Low Res only

KDOODLER.APP Kdoodler is a monochrome only graphics drawing and manipulation program. It is not a CAD system (although far less capable PD programs have been pushed off as such). It is for the person who wants to use some of the more advanced graphic features to do High Tech doodling. So why didn't I just say "It is a drawing program." ? Well..... it is a drawing program, and it has a few more features that don't fall into the "DRAW" category. These features will be explored as you read the manual. Consider this just another tool to give you a bit more variation in your graphic creations.

SPELLONE.APP Spellone is a document spelling checker. It can function as either a .PRG or .ACC by changing the extender. For a word to be taken from the document and spell checked it needs to have 2-25 letters and have each side of it a character of space (32) or less, it must start with a-z (either upper or lower case) the word can include "" or "-" characters but if either of these two characters appear at the end of the word they are stripped off. The suggestions box shows the five words that are nearest the offending word.

STICKLER.APP STickler allows you to create a file of important dates, weekly or monthly tasks, and

daily reminders. Then, when these events draw near, you'll be reminded of them. Very simple, very easy. Since STickler is a GEM program, if you want it to run automatically at boot time, you'll need a GEM boot program such as HEADSTART or GEMBOOT. If you have NeoDesk, or Rainbow TOS, STickler will autorun fine with both. Still, it isn't necessary to autorun STickler, I often run it several times a day to remind myself of appointments later in the day or week. If you can remember to run STickler, you'll remember your appointments.

JACGLSEA.262

This is a DesktopPublishing disk

ESGSMPA1.APP This file is a sample file from the volume indicated in the name of the archived file. (A1,D3 etc.) Most of these files are scanned at 300 dpi using the Migraph hand-scanner, and cleaned up using Touch-Up. This archived file should include the sample image files, this file, a file listing all of the available volumes, and an order form.

Volume A1 — Animals #1 (10,11,12,23) 145 pictures in IMG or TNY format, from a number of sources, including 19th century drawings and Macintosh public domain images. Electronic Spinster Graphics - Linda Peckham

ESGSMPB1.APP This file is a sample file from the volume indicated in the name of the archived file. (A1,D3 etc.) Most of these files are scanned at 300 dpi using the Migraph hand-scanner, and cleaned up using Touch-Up. This archived file should include the sample image files, this file, a file listing all of the available volumes, and an order form.

Volume B1 — Food #1 (13,14,36,37) 142 pictures comprise this album. Disk 13 consists of TNY files (Current Notes disks 249 and 250). The other three disks are in IMG format, drawn from modern-day and 19th century sources. Electronic Spinster Graphics - Linda Peckham

ESGSMPD1.APP This file is a sample file from the volume indicated in the name of the archived file. (A1,D3 etc.) Most of these files are scanned at 300 dpi using the Migraph hand-scanner, and cleaned up using Touch-Up. This archived file should include the sample image files, this file, a file listing all of the available volumes, and an order form.

Volume D1 — Drop Caps #1 (25,35,51,52) This volume includes nine sets of illustrated capitals useful as drop-caps. All files are in IMG format. The alphabets include Animals, Old Scroll, Roccoco, Uncial,

Drop Caps 1&2, Gothic Chancery, Celtic Knots, Ornate, and Westminster Abbey. The last set includes several related printer's ornaments. Electronic Spinster Graphics - Linda Peckham

KIDPUBLD.APP Does your kid think the ST is a GAME MACHINE? Help him harness the power of your ST with Kidpublisher Professional! This is a DEMO of The new Kidpublisher Professional (6.0) which features:

- * an expanded, improved, and completely-rewritten version of the freely-distributed careware program, Kidpublisher

- * a faster word processor with word wrap and an underline function

- * an automatically-loaded user-definable font set (four sets included)

- * an expanded drawing program with features such as LINE, BOX, CIRCLE, FILL, and the all-important UNDO

- * autobooting disk for completely independent use by children

- * extra labels for use on the child's disk copies

- * automatic loading of any title, story, or picture previously saved to disk

- * movement of text cursor with mouse or arrow keys

- * drawing with mouse or arrow keys

- * controlled keyboard repeat rate to prevent accidental over-deletion by heavy-handed young typists

- * picture icons and color-coding to speed program learning time

- * familiar, consistent kidprg(tm) format

- * a title-page option with automatic centering of title, author, and illustrator

- * limited alert boxes and options for ease of use

- * (In contrast to children's desktop publishing programs available for other computers) allows the child to draw his own pictures, type his own words, express his own creativity; no adult-drawn graphics are provided to discourage personal expression!

Recommended for Ages 5-11

POLICE.APP This is a collection of Police clip art. At the moment, this is all the Police type clip art we have. Clip Art Collection P.O. Box 515006 Dallas, Texas 75251-5006

SKULLY.APP This is a High Rez cartoon of a

human skull.

ST_IMGS.APP This is a dozen or so of IMG's of ST Computers and associated equipment for your Desk Top Publishing.

SUIZA.APP Complete Swiss and Swiss Italic font for Calamus. Freeware.

TIEMPO12.APP A full Tiempo font family for Calamus, with bold, true italic and bold italic. Complete font, shareware.

JACGLSEA.263

This is a GAME disk

BINGO_1.APP This is a traditional Bingo game in which the player plays a card against four other players cards. This game is a low-skill game with excellent graphics. It can be played by young computer buffs, however, it has good acceptance with adults who like games of chance in general and like the game of Bingo. L

CANNONW.APP This is a game of cannons that teaches children angles. Not only is the game educational, but it is a lot of fun. The graphics on this game are good. L

CHECKERS.APP This is a pretty good checkers game that shows the board and chips graphically. The computer can be beaten, but you have to work at it. Pascal source code included MH

GRAV.APP Grav is a 'rotate and thrust' game, similar in concept to Thrust and Olds. To complete a level, simply follow the instructions in the mission briefing. To complete most levels, you simply need to destroy all enemy installations. There are eleven levels in all, three are training levels, and the two planets are four levels each. You can attempt the planets in any order, but you must complete both planets to win. Low Rez

HYPNOSIS.APP A word of caution to those who may at this time be in treatment for any type of psychotherapy. Please consult your therapist before using this program, or if you have ever been in any type of psychotherapy previously. This program has been proven safe and effective for common use of the norm of every day experiences, and is not intended for use with anyone that has been diagnosed with any mental disorder.

This program may or may not be what you were expecting from a hypnosis program. For the fact that everyone is an entity with different experiences and ideas of hypnosis. The trials and testing of this

program have proved to be effective in bringing about a S.H.E. (Slight Hypnotic Experience). Yet not all who attempt the S.H.E. the first time will succeed, but through time and effort I feel that all will be able to accomplish some type of hypnotic experience. The reason I feel this way is the fact of the phenomenon we call stare blind. This is referring to those behind the wheel of a vehicle for long periods of time, and other phenomenon as well, where for certain periods of time there is little or no recall of the experience. This is nothing more than a brush with a hypnotic experience.

LAZERBAL.APP LAZERBAL is a Breakout-style game that uses a 'laser beam' instead of a ball and bumpers like a pinball machine. You'll recognize the Grimware interface, and it's an interesting play for those of us who just can't get enough of the classics. Low Med

MAZE.APP Written by: John Parker and Martin Dennett. Maze features: split screen two player action - you can see the other player - you can play TAG or SHOOT - two possible game scenarios - very fast MACHINE CODE graphics in 3D. Full feature maze editor, six minutes of high quality music, an impressive introduction sequence and INCREDIBLY FAST, FULL SCREEN maze. Test feature (from editor) a range of pre-set mazes and the facility to load and save your own maze designs. Low

M_MINER.APP Maniac Miner - An old miner has decided to re-open an abandoned gold mine. No problem. Well, not really, if you don't mind using unstable dynamite and contending with the earth tremors. Seems the mine is located on a major fault. Did I mention the electrical storm? No matter. The chance of being hit by lightning is nearly negligible. Collect all the gold you can and move to a new level.

ST LIBRARY DISKS

New disks are added to the JACG ST disk library every month. If you have a need for something in the PD and/or Shareware world that we do not already have, we will do our best to get it for you.

Disks are available by mail order. The cost is \$5.00 each, which includes mailing cost. Send your order, and check (made out to J.A.C.G.), to:

John H. Dean

RD #2 Box 788

Sussex, NJ 07461

001 002 GAMES 21
 003 008 GAMES 20
 004 041 ADVENT 2
 005 006 EDUCAT 29 Thinkers
 007 017 UTILITY 53
 009 010 GAMES 16
 011 037 GAMES 22
 012 028 EDUCAT 28 Thinkers
 013 014 GRP/SND 72 Demos
 015 018 MUSIC 68 Songs
 016 031 HME/BUS
 019 *
 020 *
 021 S SCOPY COPY PGM
 022 032 GAMES 8
 023 029 GRAPHIC 21
 024 025 GAME 18
 026 027 GAME 18
 030 042 MUSIC 48 Pgs
 033 036 UTILITY 46
 034 S HON/BUS HOME UTILITY
 035 040 GAMES 19
 038 060 UTILITY 14
 039 051 GRAPHIC 23 PROGRAMS
 043 045 HON/BUS 9 PROGRAMS
 044 048 GAMES 15
 046 056 GAMES 15
 047 S PILOT 6 PILOT PGM
 049 050 UTILITY TRANSLATOR
 052 S MUSIC PLAYER
 053 054 MUSIC 14 SONGS
 055 S EDUCAT 9 THINKERS
 057 S GRAPHIC 12 GRAPHICS
 058 S UTILITY ACTION, UTIL
 059 S GRAPHIC 4 GRAPHICS
 060 S UTILITY REPAIR STION
 061 S GRAPHIC 5 GRAPHICS
 062 S UTILITY DOS 2.5
 076 S GRAPHIC JACS PS IC #1
 077 S UTILITY RANDISK, UTIL
 078 S TERM PGM AMODEM
 079 S UTILITY DISKTOOL
 080 GRAPHIC JACS PS IC #2
 081 UTILITY PS UTILITY #1
 082 UTILITY PS UTILITY #2
 086 UTILITY MAG INDX 82,3
 087 UTILITY MAG INDX 83,4
 088 GRAPHIC JACS PS IC #3
 089 UTILITY BASIC UTIL
 090 *
 091 *

100 TERM PGM EXP 850, 1030, MPP
 101 MUSIC GERMAN POP DEMOS
 103 GRAPHICS JAC6 PS ICON #1
 105 UTILITY CAD
 106 UTILITIES ARTSHOP, TOSXL
 107 GRAPHICS MAGIC LANTERN, PICS
 109 PICS & DOC RAMBRANT GALLERY
 110 MUSIC AMS + PLAYER
 111 MUSIC AMS + PLAYER
 112 MUSIC AMS + PLAYER
 114 GAME TRIVIA QUIZ, DATA A
 115 GAME DATA B,C FOR TRIVIA
 116 UTILITY ICON SHOP, DOCS
 117 GRAPHICS PICS & DISPLAYER
 118 GAMES MONOPOLY & OTHERS
 119 EDUCATION GEOGRAPHY, SIMULAT
 120 GRAPHICS PS ICONS
 121 STORIES STUFF-IN, FRI FUN
 122S PRINTER DAISY DOT, NLQ EPSN
 123 HOME/BUSS FINAID, HOME AIDS
 124 NEWSLETTER ACE OF NJ 4/1987
 125 PRINTER FONTS, LABELS
 126 NEWSLETTER ACE OF NJ 5/1987
 127 HOME/BUSS GENLED, SMARTSHT
 128 GRAPHICS PLAN-ED, HARD COPY
 129 UTILITIES PRINT SHOP NEWEST
 130 NEWSLETTER ACE OF NJ 6/1987
 131S NEWSLETTER B*A*S*I*C 1ST 8/83
 132 TERM PGMS ANDM 7.5, KRMT 850
 133 NEWSLETTER ACE OF NJ 9/1987
 134 NEWSLETTER B*A*S*I*C OCT 1983
 135 NEWSLETTER ACE OF NJ 10/11 87
 136 MODEM SX212 ANDM 7.2, KRMT 850
 137 NEWSLETTER B*A*S*I*C JAN 1984
 138 GRAPHICS PRINTSHOP ICONS
 139 NEWSLETTER ACE OF NJ 12/21987
 140 UTILITY RAINBOW DOS, PINBAL
 141 UTILITY DOT MAGIC, BILBOARD
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